

Bloody Fields of Mollwitz

10 IV 1741

TACTICAL WARGAME

Rule book

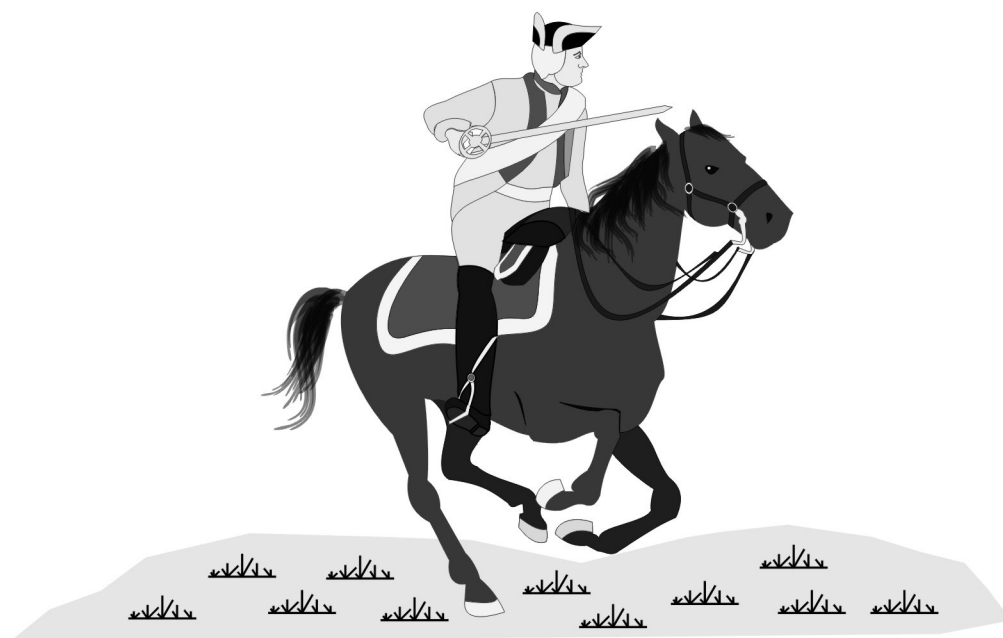


Table of contents.

Chapter I – General rules.....	2
Chapter II – Maneuvers.....	3
Chapter III – Command.....	3
Chapter IV – Unit formations.....	5
Chapter V – Unit facing and performing evolutions.....	5
Chapter VI – Terrain control and reactions.....	6
Chapter VII – Stacking units.....	8
Chapter VIII – Movement.....	8
Chapter IX – Visibility.....	8
Chapter X – Infantry and cavalry combat.....	9
Chapter XI – Artillery batteries.....	11
Chapter XII – Commanders in combat.....	12
Chapter XIII – Units after combat.....	12
Literature.....	14

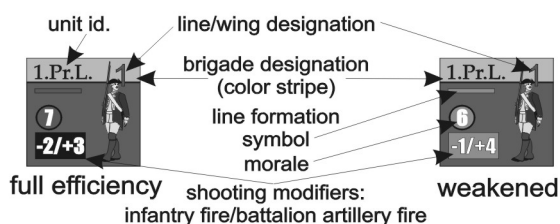


Chapter I GENERAL RULES

1. Map and timescale. The “Bloody Fields of Mollwitz” game allows to recreate the first battle of the king of Prussia Frederick the Great. The battle is played on a map on which a hexagonal grid has been applied to. Each field on the map, called a hex represents about 120 meters of actual terrain. The gameplay is divided into turns. Each game turn corresponds to 30 minutes of real time.

2. Counters. The game contains unit counters (infantry, cavalry and artillery units), commander counters, dispatch riders and auxiliary counters. One infantry counter represents a battalion. One cavalry counter represents a squadron (Exception: A hussars counter represents 2 squadrons). Artillery counters represent up to 4 guns of the same type and caliber. The regimental artillery has been “added” to the infantry battalions and is not represented by separate counters. Commander counters describe Commanders-in-Chief, cavalry wing or infantry line commanders (from here called wing commanders for simplicity) and brigade commanders. The following sketches describe the unit and commander counters.

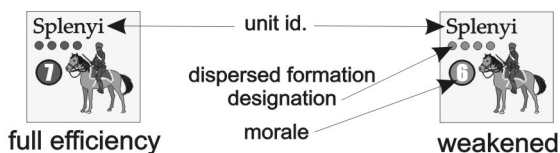
Infantry with battalion artillery.



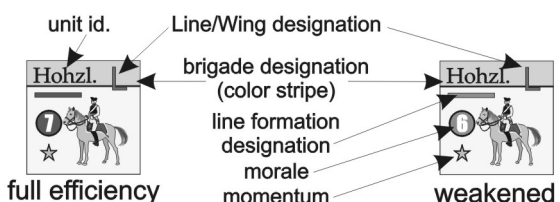
Infantry without battalion artillery.



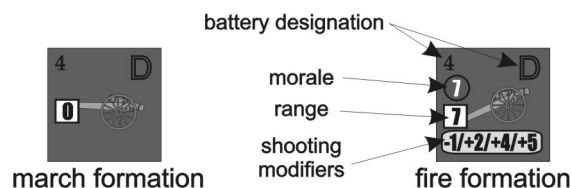
Cavalry in dispersed formation.



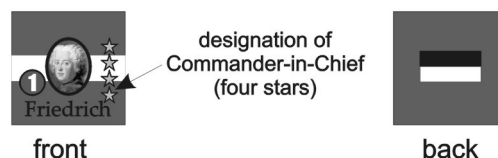
Cavalry in closed formation.



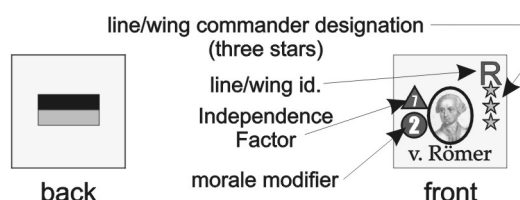
Artillery batteries.



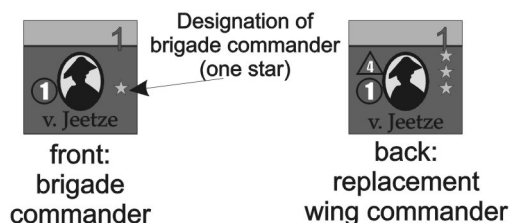
Commander-in-Chief.



Line/Wing Commander.



Brigade Commander.



The Prussian counters are blue and the Austrian counters are white-grey.

3. Die. The game uses one ten-sided die (d10), but the “0” result, means zero, not ten. If the rules say to make a 1d10 check, you roll one ten-sided die.

4. Morale Check. If the rules say to make a Morale Check, this means rolling a d10 and possible modification of the result. If the result is less than or equal to the Morale of the unit, the unit has passed the Morale Check. If the result is higher than the Morale of the unit, the unit has failed the Morale Check. The Morale of units standing in the same hex with the brigade/wing commander/Commander-in-Chief increases by the commander's Morale modifier. If the rules state that the commander may be killed during combat, the player must first check the possibility of losing the commander and then checks the Morale of the unit. In the event of a loss of the commander, the unit at this time checks Morale with a positive morale modifier equal to the commander's morale modifier. *Example: The death of Field Marshall Schwerin, means that the unit standing on the same hex with him, must make a Morale Check with a +3 modifier.*

5. **Active/Passive player.** An Active player is the player, whose activation is being performed. The other player is then the Passive player.

6. Rounding.

If the rules do not state otherwise, the rounding of fractions, should be done in the following way:

- Values below 0.5 – down to integer.
- Values from 0.5 and more – up to integer.

Chapter II MAENUVERS



1. General rule.

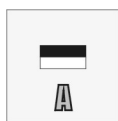
The game is played in turns. The actual turn is marked by the TURN marker which is moved further on the turn track, after the turn ends. Players perform actions in the following order.

2. Activations.

The turn is divided into both players activations. After the first players' activation the next activation is performed by the second player, and further alternately until all listed commanders are activated.

3. Who is subject to activation?

- 1) Infantry lines,
- 2) Cavalry wings,
- 3) Hussars,
- 4) Artillery.



4. Activation of cavalry wings/infantry lines, hussars and artillery.

Each player has a set of activation markers (AMs) (one for each cavalry wing/infantry line, hussars and artillery unit) with corresponding initiative modifiers.

Activation occurs in pairs. Each player chooses one activation marker. Then both players makes a 1d10 roll, add the chosen commander initiative modifier, and announce their modified initiative check results. The player with the lowest score reveals the chosen commander. The player with the highest score decides who activates his commander first, he or the opponent. If he allows the opponent to go first, he does not have to (but he may) reveal his chosen commander. After both commanders have been activated, the whole procedure is repeated, until all commanders are activated.

Example: The Prussian player selects the first infantry line (initiative modifier +2). The Austrian player selects the cavalry commander general Römer (also initiative modifier +2). With the dice roll and the addition of the initiative modifier, the Prussian player achieved a score of 6, and the Austrian player a score of 7. The Prussian player states that he chose the first infantry line. The Austrian player, not revealing his choice, decides that the Prussian player moves his units first. After the Prussian player makes his moves, the Austrian player turns his activation marker on the front side and activates Römer's cavalry.

5. The sequence of actions during the activation.

During an activation the following actions may be performed in the following order:

- 1) The player mark routed units that meet conditions for reorganization, with an R1 auxiliary counter.
- 2) The player may move his Commander-in-Chief. By

paying an appropriate number of Movement Points, the C-in-C, may (before or during his movement) issue orders to his subordinate wing commanders using dispatch riders or without them.

3) The wing commander may try to change the order – the change is recorded immediately.

4) Units and brigade commanders that are out-of-command (out of brigade commander, or wing commander command range) are marked with an "OOC" auxiliary counter.

5) The player activates out-of-command units and out-of-command brigade commanders (moves them, recovers their Morale, reorganizes units covered by an R3 auxiliary counter).

6) The player activates in-command units (moves them, recovers their Morale, reorganizes units covered by an R3 auxiliary counter).

7) After all units from the chosen wing have moved, those units fight the opponents units using fire or melee combat.

8) At the end of the activation, if the units meet the conditions for reorganization, the player exchanges the R1 auxiliary counters with R2 and the R2 auxiliary counters with R3.

6. End of turn.

After the last activation, one of the players moves the TURN auxiliary counter one box further on the turn track, and the whole procedure is repeated.

Chapter III COMMAND

1. The chain of command.

There are three command levels in the game:

- 1) **C-in-C** – gives orders to his subordinate cavalry wings/infantry lines.
- 2) **Cavalry wing/Infantry line commander** – together with his troops he implements commands received from his C-in-C, or changes them on his own, he is the commander chosen for the activation.
- 3) **Brigade commander** – used only to maintain the command chain from the wing commander.

Clarification: There are exceptions in the game in the form of no commanders of the Austrian infantry lines and no commander of the first line of the Prussian infantry and two Prussian C-in-C's. The rules governing this problem are covered in the scenario book.

2. Commander movement.

Every wing/line/brigade commander has **10 Movement Points (MP)** and pays 1 MP for every hex it enters, regardless of terrain.

Every Commander-in-Chief has, during his activation, **4 Movement Points**, and also pays 1 MP for every hex it enters, regardless of terrain.

3. Types of orders.

Wing commanders and their subordinate brigade commanders, are obliged to carry out one of the possible orders during gameplay.

3.1) Stop:

- a) The wing commander cannot leave the occupied hex.
- b) Units can move only one hex.
- c) Units cannot move out-of-command.

- d) Units can perform fire combat.
- e) Melee combat is not allowed. Exception: cavalry may countercharge.
- f) Units may fully recover their morale.



3.2) March:

- a) The wing commander may move in any direction, but he must move at least 1 hex (unless he begins his activation on a hex adjacent to the enemy).
- b) Units can use all their Movement Points.
- c) Units may perform fire combat, cannot initiate melee combat. Exception: cavalry may countercharge.
- d) Units cannot enter hexes adjacent to enemy units.
- e) Units may recover morale by expending MPs.



3.3) Attack:

- a) The wing commander may only move towards an enemy unit, at least 1 hex, unless he begins his activation on a hex adjacent to the enemy.
- b) Units may move freely and can enter hexes adjacent to the enemy.
- c) After spending their Movement Points, units must move one more hex towards their front, unless they finish their move on a hex adjacent to the enemy in their front zone, or such move is impossible because of terrain or stacking rules. The effect of terrain must be taken under consideration. This rule concerns out-of-command units also.
- d) Infantry units must perform fire combat or initiate melee combat. Cavalry units must initiate melee combat.
- e) Units may recover a maximum of 2 Morale Points.

The "March" or "Attack" order must be marked by an appropriate auxiliary counter, placed near the wing commander.

No order auxiliary counter means that the commander carries out the "Stop" order



4. Changing orders – C-in-C.

The C-in-C can change orders at the beginning of his activation by spending 1 Movement Point. If the wing commander is within the C-in-C command range, the order is changed immediately. If the wing commander is outside the C-in-C command range, the order may be changed only by sending a dispatch rider. Place the dispatch rider counter on the next turn box on the turn track. He is available at the end of the next turn.

5. Changing orders – wing commanders.

The wing commander may try to change his current order by making a 1d10 roll. A result equal to or lower than the Independence Factor means that the commander can immediately change the order.

6. "Stop" order – automatic order change.

The wing commander may always change his order to "Stop" if at least half of his subordinate units on the map, is routed.

7. Changing orders – C-in-C on a hex adjacent to the enemy.

A C-in-C on a hex adjacent to the enemy unit cannot issue orders.

8. Command range.

The command range is counted in hexes, excluding the hex the higher level commander currently occu-

pies. The command lines go through the hexes in the front zone of the enemy units, but do not go through the enemy units.

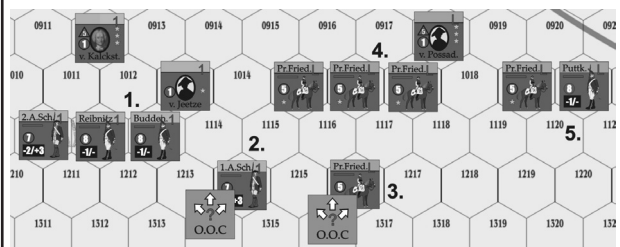
Exception: The command line does not go through the hexes in the front zone of the enemy hussar units, unless it goes through the hex with a friendly unit.

9. In-command units and brigade commanders.

The brigade commander is in-command if he is within the command range of his wing commander. The unit is in-command, if it is within the command range of its brigade commander, or there is an uninterrupted sequence of their own (belonging to the same brigade), non-routed units between the unit and its brigade commander. A cavalry unit is also in-command, if there is an uninterrupted sequence of their own units to a unit located within the command range of his brigade commander.

If the brigade commander is out-of-command, all his subordinate units are out-of-command.

Command line.



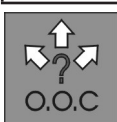
1 – The battalions Buddenbrock, Reibnitz, 2. Schwerin are in-command. Buddenbrock battalion located within the brigade commanders (Jeetze) command range, and this one is within his line commander (Kalckstein) command range. The Reibnitz battalion is adjacent to the Buddenbrock battalion. The 2. Alt Schwerin battalion is adjacent to Reibnitz battalion.

2 – 1. Alt-Schwerin Regiment battalion is out-of-command – it is beyond the command range of his brigade commander and is not adjacent to another unit „connected” by the command line to his brigade commander.

3 – The Prinz Friedrich Regiment squadron is out-of-command – see Example 2.

4 – The three squadrons of the Prinz Friedrich Regiment are in-command – see Example 1.

5 – The Prinz Friedrich Regiment squadron and the Puttkamer battalion are in-command - see Example 1.



10. Out-of-command units and brigade commanders.

Out-of-command units and brigade commanders are marked, at the beginning of the activation, with an OUT-OF-COMMAND counter. They move before in-command units. Such units are not obliged to move, and can change facing. They may initiate melee combat and perform fire combat (also when their wing commander is carrying out the "Stop" order). Such units may only move to recover their command line, using the shortest route. They may enter hexes adjacent to enemy units. After fulfilling the command requirements, such unit must stop, and the OUT-OF-COMMAND counter is removed.

11. Out-of-command units due to commander loss.

In the absence of any suitable commander the out-of-command units cannot move and initiate melee at-

tacks. They can recover their Morale (no limitations), change facing and perform fire combat.

12. Routed units and command.

Routed units are not subject to command rules – they can move freely.

13. Artillery, hussars and command.

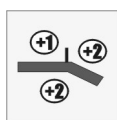
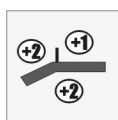
Artillery and hussar units are not subject to command and orders rules.

Chapter IV UNIT FORMATIONS

1. Basic formations.

The infantry and cavalry units (with the exception of hussars) are formed into lines. Hussar units are formed into dispersed formations (“skirmishers”). Field artillery units may form into marching or fire formations.

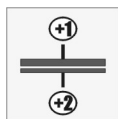
Formation properties are described in “FORMATIONS CHART”.



2. Refused line.

When an enemy unit enters the flank zone of an infantry unit, such infantry unit may form refused line. The unit makes a

mandatory Morale Check. A negative result means that the unit cannot form refused line. If the result is positive, place a REFUSED LINE auxiliary counter on the unit. During firing at adjacent hex, you must also take into account the modifiers from this counter. Fire from battalion artillery is performed without any additional modifiers. A unit in a Refused Line formation cannot move and change facing. To move, it must first form a line – by spending 1 Movement Point, and removing the REFUSED LINE auxiliary counter from the unit. Removing the counter is possible only when there are no enemy units on the hex adjacent to the infantry.



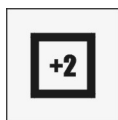
3. Repel attack.

When an enemy unit enters the rear zone of an infantry unit, such infantry unit may change its formation to repel such attack. The unit makes a mandatory Morale

Check. If the result is positive, place a REPEL ATTACK auxiliary counter on the unit. Such a unit is considered to have a front zone at its front and back, and it is treated accordingly in the case of melee combat. Such unit cannot move and change facing. Removing the counter costs 1 Movement Point, and can be done only if there is no enemy unit adjacent. Fire combat is performed with additional modifiers, shown on the auxiliary counter. Such modifiers apply only to fire on the adjacent hex. Fire from battalion artillery is performed without any additional modifiers.

4. Refused line and repel attack.

For simplicity the REFUSED LINE counter is treated as REPEL ATTACK in the case of an attack on the rear of infantry unit.

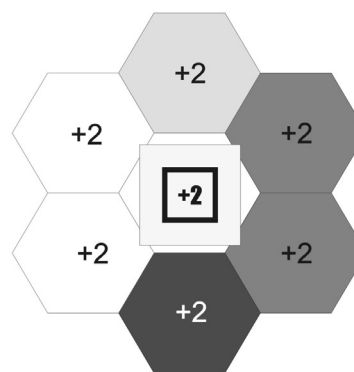


5. Square formation.

The Prussian player may freely form squares from any grenadier battalion. The Austrian player may do that with any three infantry units. The number of SQUARE counters is limited by the number of units that can

create such a formation. Forming the square in own activation requires spending all Movement Points, and if it is performed on the hex adjacent to the enemy, requires a Morale Check. A negative result prevents the unit from forming the square. During the enemy activation, the formation of the square is only possible in the case of an cavalry attack, when an enemy unit enters the hex adjacent to an infantry units. You cannot form a square in the enemy activation, if at its beginning the infantry unit was in the front zone of the enemy unit. If the Morale Check result is positive place a SQUARE counter on the unit. Units in square formation cannot move. Forming a line from the square requires spending all Movement Points – remove the SQUARE counter from the unit. Unit in a square formation, in its own activation and as a reaction, perform 4 salvos, one for each four zones, with a +2 modifier. A unit in square formation cannot initiate melee combat.

Square fire zones.



○ ○ ○ ○ - fire zones

6. Formation and terrain.

Formation of a square is impossible in buildings and scrub terrain.

7. Retreat of squares, refused lines and repel attack units.

Units covered by a SQUARE, REFUSED LINE or REPEL ATTACK counters, that are forced to retreat are automatically routed and must flee 3 hexes.

8. Hussar skirmish formations.

Hussar units cannot voluntarily enter hexes adjacent to enemy infantry and cavalry units.

Exception: Hussar units can enter hexes adjacent to enemy routed units, hussars and artillery.

Chapter V UNIT FACING AND

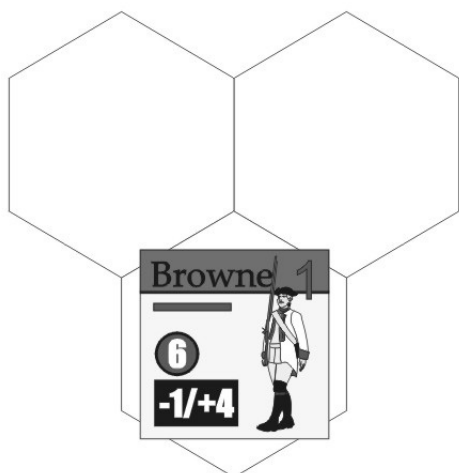
PERFORMING EVOLUTIONS

1. Facing obligation.

With the exception of routed units and hussars, every infantry, cavalry and artillery unit has to be oriented, in a way shown on the sketch below.

The square has to be oriented in a way shown in the sketch in Chapter IV.

Facing.



2. Turns.

Units may only move forward or backward. Change of facing is performed by making turns. The cost of facing change for individual formations is described in the "FORMATIONS CHART".

Changing of facing is possible at any time of activation of the unit. Terrain does not prohibit making turns.

3. Beginning movement in front zone – turns.

Infantry can make one 60 degree turn in the enemy ZOC. Cavalry may react.

Cavalry can make any number of turns in the enemy ZOC. The opponent may react.

Artillery cannot make turns, if it begins movement in the enemy front zone.

4. Hussars.

Hussar squadrons have no facing and can move in any direction without making turns.

Chapter VI

CONTROLLING TERRAIN AND REACTIONS

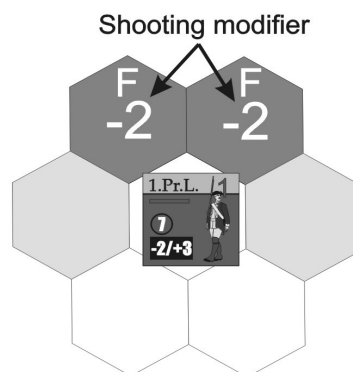
1. Zone of Control and front zone – general rules.

The front zone are the hexes adjacent to the front of the unit. The infantry and artillery Zone of Control (ZOC) is the front zone of the unit. In the case of cavalry unit, its ZOC consists of the hexes adjacent to the unit from its front side within two hexes from the unit from its front side.

2. Zone of Control and visibility.

The ZOC extends only on the hexes visible to the unit.

Zone of Control, infantry in line formation and artillery.

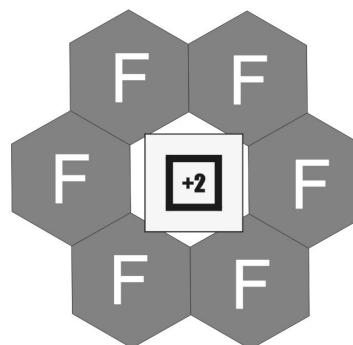


● - front zone – Zone of Control

○ - flank zone

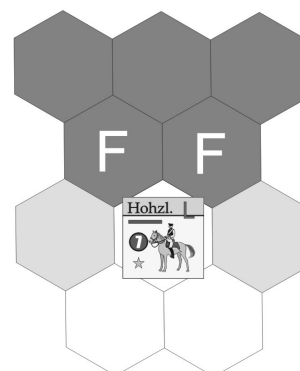
○ - rear zone

Square formation Zone of Control.



● - Zone of Control F - front zone

Zone of Control, cavalry in line formation.

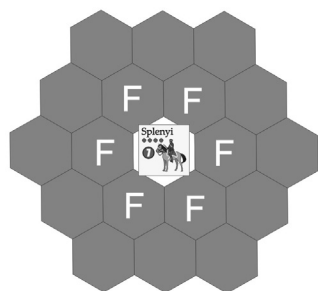


F - front zone ● - Zone of Control

○ - flank zone

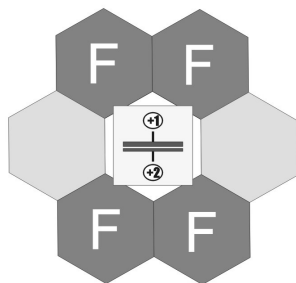
○ - rear zone

Zone of Control, hussars.



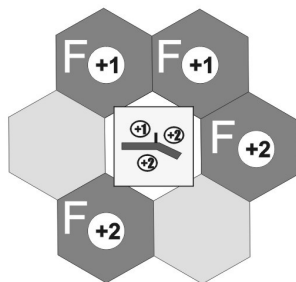
● - Zone of Control F - front zone

Zone of Control, Repel Attack.



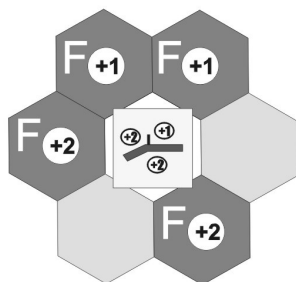
● - Zone of Control ○ - rear zone F - front zone

Zone of Control, right Refused Line.



● - Zone of Control ○ - flank zone F - front zone

Zone of Control, left Refused Line.



● - Zone of Control ○ - flank zone F - front zone

3. Entering the enemy ZOC.

Entering the enemy ZOC does not require spending additional Movement Points. (MPs)

4. Infantry – stopping in the enemy ZOC.

An infantry unit must stop after entering the hex in the enemy unit ZOC. If that enemy unit is a cavalry unit, it may countercharge or withdraw.

5. Infantry ZOC and cavalry movement.

A cavalry unit does not have to stop in the enemy infantry unit ZOC. That infantry unit may react by fire combat, no more than one per enemy activation. After firing place a REACTION counter on the infantry unit.

6. Cavalry ZOC and infantry movement.

An infantry unit that enters the enemy cavalry ZOC stops, and the passive player decides whether he will countercharge or withdraw 2 hexes.

A failed countercharge attempt results in loss of 1 Morale Point for each cavalry unit and withdrawing 2 hexes.

If the cavalry unit withdraws the infantry unit may continue its move using its remaining MPs.

If an infantry unit enters the hex adjacent to one of the hexes of a cavalry unit flank or rear zone, the cavalry unit must first perform an appropriate turn (to set up most conveniently as possible, ie. with its front towards the opponent) and then performs a Morale Check and then retreats, if he chooses. The failed check means that the cavalry unit loses 1 Morale Point. In such a situation the countercharge is not possible.

7. Cavalry ZOC and cavalry movement.

The rules regarding cavalry reaction for enemy infantry movement also apply for reaction for active player cavalry movement, but the passive player cavalry may not withdraw. A turn is only possible by passing a Morale Check. If the passive player chooses not to countercharge, or fails his Morale Check, the active player cavalry may continue its move. If attacked, the passive player cavalry receives a negative combat modifier.

Exception: Hussars may withdraw after passing a Morale check. A failed check means that the hussar unit loses 1 Morale Point.

8. Withdrawal from cavalry ZOC.

Withdrawing from cavalry ZOC, allows the cavalry to react by countercharging. Immediately after the withdrawal from cavalry ZOC declaration, the passive player may make a Morale Check with all modifiers from the "COMBAT CHART" to check if he can countercharge.

9. Passed countercharge attempt.

If the passive player succeeds in his Morale Check, the opposing units are covered with a REACTION counter, and the active player cannot move the unit which is the target of the countercharge. If necessary move the passive player cavalry unit one hex forward.

10. Withdrawal from infantry and artillery ZOC.

Withdrawing from infantry and artillery ZOC, allows the infantry or artillery to react by fire combat. After applying the results of fire combat, the active player unit may continue his movement.

11. Infantry reaction.

Infantry may react by shooting, forming a square, forming refused line, or repelling the attack. During a single activation infantry may react only once.

12. Unit in the front zone and reactions.

A unit which at the beginning of a given opponent's activation is in the enemy front zone, cannot react.

13. Method of leaving the front zone – infantry, cavalry.

During movement an infantry unit can leave the opponent's front zone only by backing up. During pursuit it may leave the front zone also by moving forward. Cavalry (also in pursuit) may leave the ZOC both by going forward and backward.

14. Artillery – prohibitions.

An artillery unit cannot leave the enemy front zone and change formation in it.

Chapter VII STACKING UNITS

1. Stacking limits.

At any time, during an activation, one hex may contain:

- One infantry unit;
- Two cavalry units with the same Momentum modifier;
- One artillery unit with one infantry or one cavalry unit.

The order of the units in the stack has no effect for the game purposes.

Exception: Artillery can fire only when it is on the top of the stack.

2. Facing of a stack.

After the end of their own activation, units in the stack must have the same facing. If that would be impossible due to lack of Movement Points (MPs), you may change facing of all units towards the selected hexside, but all units lose 2 Morale Points.

3. Withdrawal or flight and stack limit.

In the case of withdrawal or flight rules regarding the stack limit or prohibition on placing infantry and cavalry together on one hex, do not apply.

4. Stack and combat.

All non-artillery units in the stack take part in the combat. A stack as a whole is the target of fire combat. The Morale Check is performed for the whole stack using the average Morale value (rounded down) of all non-artillery units in the stack.

Combat results do not apply for artillery units.

Exception: Artillery forced to withdraw is eliminated.

5. Creation and dismantling of a stack.

Creation and dismantling of a stack, can be performed at any time during an activation, and does not require extra MPs.

6. Routed units and stack.

All units in the stack are routed if at the end of an activation, one of the units in the stack is routed. Moving or withdrawing through a hex containing a routed unit means losing one Morale Point for all moving units.

Chapter VIII MOVEMENT

1. Movement Point limits.

The limit of Movement Points (MPs) for each activation is shown in the FORMATIONS CHART.

2. Movement direction.

A unit may only move towards hexes in its front or in its back. Moving backwards costs an extra 1 MP for each hex. Changing facing is only possible by making a turn.

3 Moving mode.

A unit must move hex by hex, spending for each of them an appropriate amount of Movement Points. A unit cannot jump over hexes. A unit cannot save MPs for the next activation or transfer MPs between units. Unused MPs in an activation are forfeit.

4. Effects of terrain on movement.

The influence of terrain on movement is described in the "TERRAIN EFFECTS CHART".

Players must always take into account the effect of hex on which the movement occurs, or the edge of the hex, through which a unit moves. During movement a unit cannot move into the hex, if this involves spending a greater amount of MPs than the unit currently has. The rule does not apply to the unit beginning its movement – it can move onto such hex, even if it involves spending more MPs than it currently has and stop there, unless the hex or hexside is impassable for the unit.

A unit cannot enter a hex impassable for the type and formation in which it is currently is.

5. Movement and enemy units.

A unit cannot enter a hex occupied by an enemy unit.

6. Movement in the case of the "Attack" order.

In the case of "Attack" order, after movement, move the infantry and cavalry units one more hex towards their front.

This rule does not apply to a situation in which the unit movement ended in the hex adjacent to enemy unit and it is capable to shoot or initiate melee combat with that enemy unit.

Chapter IX VISIBILITY

1. Visibility definition.

Visibility exists when there is no object that could block the Line of Sight (LoS) between the unit and its target.

2. Blocking Line of Sight.

A Line of Sight (LoS) is blocked by:

- Friendly or enemy units;
- Buildings;
- Copse;
- Shrubs on the river/stream banks;
- ground level line unless the unit is in a hex with the line or shoots at the target on such hex.

The LoS always reaches the blocking hex. The LoS also exists if it runs through the hexside of a hex blocking visibility.

There is no LoS, if the unit is on the higher ground level, and the LoS is blocked by another type of terrain or a unit.

3. Effects of no LoS.

An artillery unit or an infantry battalion with battalion artillery cannot shoot at a hex, that they do not see.

Cavalry units cannot react with countercharge at a hex, that they do not see.

Chapter X

INFANTRY AND CAVALRY COMBAT

A. General rules.

1. Types of combat, active player choices.

Only the active player unit with an "Attack" order must fight in its own activation, or during the opponents activation, if it is on an adjacent hex to the enemy.

The unit with a "March" or "Stop" order may (but does not have to) shoot at the enemy.

There are two types of attacks in the game:

- fire combat (shooting) of infantry and artillery,
- melee combat (infantry bayonet attacks and cavalry charges).

An infantry unit can perform only one attack type in its activation. The active player always decides the attack type, but the melee combat is possible only when the wing commander carries out the "Attack" order.

Cavalry can perform melee attacks only.

Units subject to a given wing commander may initiate only one and the same attack type.

Melee combat is possible only when enemy unit is in a front zone.

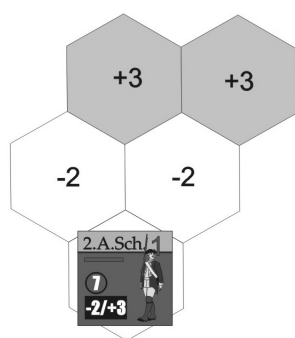
B. Infantry fire combat.

2. Fire combat is possible only in the ZOC.

You can fire only at one hex in the unit's ZOC.

Shooting at a hex in the ZOC is performed according to the rules and tables governing infantry fire. Firing with battalion artillery is performed using the "ARTILLERY FIRE CHART" and "ARTILLERY FIRE MODIFIERS CHART". When using the "ARTILLERY FIRE CHART" use the "3 or more" range row.

Infantry line fire zones.



- use the "INFANTRY FIRE CHART"



- use the ARTILLERY FIRE CHART

3. Firing procedure.

Infantry fire combat is performed in the following way:

- the active player indicates the shooting unit and its target,
- both units shoot at each other in a determined order, if the enemy is an infantry or artillery unit,

- players in a determined order apply the results of fire combat.

4. Order of shooting.

If the active player unit begins its activation in a hex adjacent to the enemy, both units are firing at the same time. In such a situation results of fire combat are applied simultaneously.

If the active player unit during its activation entered a hex adjacent to enemy units, the passive player's unit shoots first. The result are applied, and only then the active player unit may shoot.

But see below – "Feuer im Avancierien".

5. Prussian "Feuer im Avancierien".

At any time (including during the activation, wherein the unit entered the hex adjacent to the enemy) the Prussian player, as long as his wing commander carries out the "Attack" order, may declare 'Feuer im Avancierien'. In such situation both players shoot at the same time and simultaneously apply the effects of fire combat. The Prussian unit shoots with a positive modifier, and if it forces the enemy to withdrawal, it can perform a pursuit.

6. Determining the fire combat effects.

The player rolls a 1d10, modifies the result by the modifiers shown in "INFANTRY FIRE MODIFIERS CHART", and finds the result in "INFANTRY FIRE CHART", with the result in the column and the row corresponding to the current morale level of the shooting unit. If the infantry unit uses its battalion artillery the result are found in the "ARTILLERY FIRE CHART".

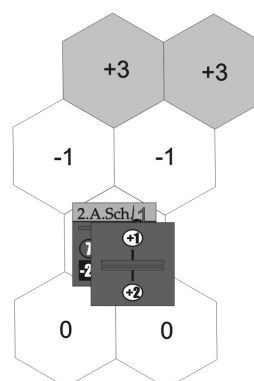
7. Shooting limits.

Each unit in a given combat may fire only once.

Exception 1: an infantry unit in the square formation can shoot at one enemy unit in each zone of fire, using the additional modifier shown on the SQUARE formation counter.

Exception 2: an infantry unit covered with the REPEL ATTACK or REFUSED FLANK counter can shoot at one enemy unit in each zone of fire, using the additional modifier shown on the counter.

Infantry fire zones - Repel Attack.

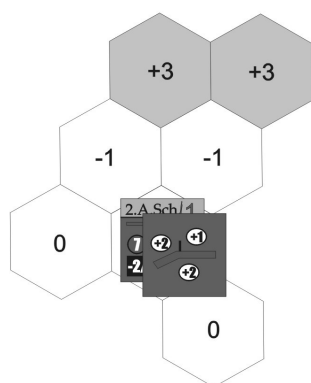


- use the "INFANTRY FIRE CHART"



- use the "ARTILLERY FIRE CHART"

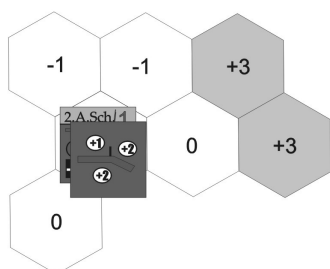
Infantry fire zones - left Refused Flank.



○ - use the "INFANTRY FIRE CHART"

● - use the "ARTILLERY FIRE CHART"

Infantry fire zones - right Refused Flank.



○ - use the "INFANTRY FIRE CHART"

● - use the "ARTILLERY FIRE CHART"

8. Shooting with "non-coupled" units.

After all the mutual fire combats have been performed, active player units which have not yet fired can shoot at the enemy.

C. Melee combat.

9. Melee combat general rules.

The melee combat (infantry bayonet attacks and cavalry charges) is performed according to the following rules.

From one hex you can attack only one hex.

You can attack one hex from a couple of hexes.

Units can attack together, if they stand on adjacent hexes or if there are no "empty" hexes between them. One unit, in a given activation, can attack only once and only once be attacked.

If the units of the active player do not have the "Attack" order and they are located in front zones of enemy troops with such an order, the opposing player is forced to fight (infantry may shoot or initiate melee combat, cavalry must charge) - this is one of the two cases of attacking in the opponents activation. The combat is resolved using the normal rules with the inactive player as the attacker. If the wings of both players carry out the "Attack" order, the attacker is the active player and he selects the type of attack. As far as possible, each unit in the front zone must be attacked, by the units of a wing carrying out the "Attack" order.

10. Prohibition on joint cavalry and infantry attacks.

Cavalry units cannot attack together with the infantry units. If the player chooses to attack with cavalry, infantry cannot perform fire combat on the attacked enemy unit.

11. Resolving melee attacks.

In the event of an attack on an infantry unit, the passive player can perform fire combat first, if any of the attacking units is in the front zone of the attacked unit, and shall not be the target of a melee attack or fire combat of any other enemy units.

After applying the effects of shooting, the melee combat is resolved as follows:

The attacking player indicates from which hexes he will initiate combat.

1) Attacker first Morale Check phase.

1a) The Attacker makes a Morale Check for each attacking stack. If he passes the test he must attack.

1b) A negative result - each unit in the stack that failed the check loses 1 Morale Point. A negative result for all stacks, means that no attack occurs and we end the combat procedure. If the morale of the Attacker drops to 0 or less, the unit is routed.

1c) A positive result - see 2.

2) Defender Morale Check phase.

2a) A positive result - go to phase 3 (Attacker second Morale Check)

2b) A negative result means:

- Loss of Morale Points corresponding to the difference between the result and the Morale level before combat.
- If the morale of the Defender drops to 0 or less, the Defender is routed.
- Defender retreats or flees in the case of a rout.
- If the Attacker is a cavalry unit and defender an infantry unit - a failed morale check always means a rout and flight.

· The Attacker makes pursuit. The infantry moves on to vacated hex. Cavalry must move on the attacked hex and may move 3 hexes and change facing in any direction. After pursuit the attacking stacks perform a Morale Check without any modifiers. A negative result means losing 1 Morale Point for all Attacker units.

3. Attacker second morale check phase.

· During the second morale check the Attacker must apply an additional "+1" modifier.

· A positive result means losing 1 Morale Point for all Attacker units.

· A negative result means:

- i) Loss of Morale Points corresponding to the difference between the result and the Morale level before combat, but minimum 2 Morale Points.
- ii) If the morale of the Attacker drops to 0 or less, the Attacker is routed.

12. Two units in the stack.

If there is a stack of two units involved in a combat, the Morale Check is performed using the averaged morale of the whole stack. The value of average morale shall be rounded down.

13. Attack from many hexes.

In the event of an attack from several hexes, the force ratio of all units that want to attack the hex is taken into account. Other modifiers (eg. the direction of the attack) are determined separately for each stack.

Example: Two cavalry units (single stack) attack an

infantry unit from the front, the other two (one stack) from the flank (the infantry did not refused line, nor formed a square). Although you must consider the total number of attacking units (4) and so determine the force ratio for combat, but other modifiers (infantry front zone, infantry flank zone, cavalry momentum) must be determined for each stack separately.

14. Effect of direction of the attack on melee combat. If at the beginning of combat, the enemy is on the flank, or on the rear of the attacked unit (even if it does not participate in the combat), take into account the modifier from the "COMBAT CHART".

Exception: Do not take the influence of the infantry on the flank into account, if the cavalry attacks enemy cavalry.

D) Sequence of resolving melee and fire combat.

15. The order of resolving combats.

Combats are resolved in the following order:

- Countercharges,
- Active player melee combats,
- Passive player (with "Attack" order) melee combats,
- Fire combats.

E) Loser of combat.

16. Loser of combat.

The loser is the Defender forced to withdraw or flee or the Attacker who failed to force the Defender to do one of the above.

F) Countercharge.

17. Countercharge – detailed rules.

In cases described in Chapter VI, the passive player, if he passes a Morale Check, may move his unit one hex forward to be adjacent to the target of the countercharge. Mark the passive player unit, and the target of the countercharge with a REACTION counter. The combat is resolved with the countercharging unit as the Attacker.

If a countercharging unit fails its morale check, the passive player may be fired upon or attacked by any other enemy units.

Chapter XI ARTILLERY BATTERIES

1. Artillery batteries.

Whenever this chapter refers to the artillery, it refers to artillery batteries, ie. heavy artillery portrayed in the form of separate counters (battalion artillery is described in Chapter X).

2. Formations and movement of artillery.

Artillery units in the game uses two formations:

- March formation,
- Fire formation.

Changing formation expends all Movement Points (MPs).

Turning in March formation does not expend additional MPs.

A unit in Fire formation may make a 60 degree turn expending all MPs.

3. Moment of fire.

Artillery units shoot in their own activation – a salvo expends all MPs.

Artillery may react by shooting the attacking opponent – such fire is performed in the enemy activation

segment, when an enemy non-artillery unit enters the hex in the front zone of the artillery battery.

4. Adjacent hex.

Artillery cannot enter the hex adjacent to the enemy unit, even if that hex is not in the enemy unit's ZOC.

5. Resolving artillery fire.

Resolving artillery fire use the same rules as in infantry fire combat. Artillery batteries use the "ARTILLERY FIRE CHART" and "ARTILLERY MODIFIERS CHART".

You must pay attention to the separate rows of the chart relating to the distance (1-2 hexes - firing grape-shot, 3 hexes and more - firing solid shot).

6. Modifiers for range.

Modifiers for range, shown on artillery counters, are set according to the following key: A/B/C/D, where

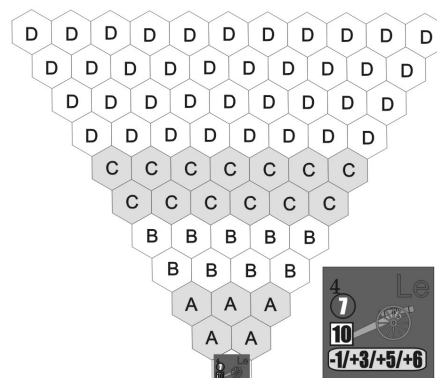
A: 1-2 hexes away,

B: 3-4 hexes away,

C: 5-6 hexes away,

D: 7-10 hexes.

Artillery batteries modifiers for range.



7. Direct artillery combat.

If the enemy unit enters the hex adjacent to the alone standing artillery in its front zone, the artillery fires a volley first, and then (after the applying the effects of the salvo) it can be attacked. The attack relies solely on a Morale Check for the Attacker – a positive result means the elimination of the artillery unit, its removal from play and pursuit on the hex occupied by the artillery. Attacking and destroying an artillery unit from the flank or rear does not require a Morale Check. The same applies to artillery in marching formation, regardless of the zone, from where it is attacked.

8. Alone standing artillery as target of fire.

If the fire combat causes the loss of even one Morale Point, the alone standing artillery unit performs a Morale Check with a positive modifier equal to the number of "lost" Morale Points. A negative result means the elimination of artillery.

9. Artillery stacked with infantry/cavalry.

Artillery may fire if it is on the top of the stack with an infantry or cavalry unit. If this shooting is executed after an enemy unit enters a hex adjacent to the stack, immediately after shooting the artillery battery is moved to the bottom of the stack and does not take part in a combat. In this activation an infantry unit, under which the artillery moved, cannot shoot. Moving the battery on top of the stack in its activation, requires spending all MP's and it can only be done if

the stack is not in the front zone of the enemy.

Infantry unit located in the stack under the artillery, cannot fire or initiate melee combat.

10. Artillery withdrawal.

An artillery battery forced to retreat is eliminated.

Chapter XII COMMANDERS AND COMBAT

1. Effects of commanders on combat.

A commander, standing with the unit, increases the morale of that unit by his modifier. He does not increase the morale if the unit performs fire combat. The commander increases the morale of the unit during melee combat, or when the unit receives fire, but only for the purposes of determining if the unit is forced to withdraw.

A combat may be supported only by one brigade commander, or wing commander, or C-in-C.

2. Effects of commander loss.

If a unit stacked with a commander suffers a loss of Morale Points as a result of fire or melee combat (including a failed attack attempt), the player owning the commander makes a d10 roll.

A result of 9 means the loss of the commander, which should be placed on the next box on the turn track.

In case of fire combat the d10 roll, must be repeated as many times, as the unit stacked with the commander received losses. This check only increases the likelihood of commander loss, and does not delay the moment of his return.

3. Commander and enemy infantry/cavalry.

If an enemy infantry or cavalry (not hussars) unit enters the hex adjacent to a solitary standing commander, the passive player must move the commander on the nearest unit subordinate to the commander.

The same applies to a situation in which the commander was left alone in the hex after combat.

4. Commander loss due to hussars.

If an enemy hussar unit enters the hex adjacent to a solitary standing commander, the player owning the commander makes a d10 roll.

A result of 8-9 means the loss of the commander (see rule 2).

Any other result means moving the commander on the nearest unit subordinate to the commander.

5. Effects of Commander-in-Chief loss.

Until the return of the Commander-in-Chief on the map the player cannot issue orders to his wing commanders (those commanders may change their orders using the independent command procedure).

6. Effects of wing commander loss.

In the case of wing commander loss, his role is temporarily taken by any of his subordinate brigade commanders. Turn his counter on the back side. This commander simultaneously commands his brigade. The initiative modifier value of such temporary wing commander equals "0". The temporary commander carries out the previous order.

Note: Prussian cavalry wings after losing their wing commander may be commanded only by the Commander-in-Chief.

When the wing commander returns to the game,

turn the brigade commander on the front side.

7. Brigade commander loss.

In the case of brigade commander loss, his role is temporarily taken by neighboring brigade commander. The command line should be drawn according to standard rules to that commander.

8. Return of a commander.

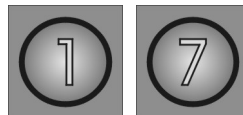
The commander enters play at the end of this next turn, and is placed on any subordinate unit. He carries out his previous order.

Chapter XIII UNITS AFTER COMBAT

A. Morale loss.

1. Morale loss.

Each unit has a primary Morale level shown on its counter. The Morale loss can be the result of fire combat, melee attack (including a failed attack attempt), withdrawal, flight, entering the hex representing the appropriate terrain or passing through the hexside of such a hex (changing facing on such hex does not affect morale).



2. Morale loss counters.

The Morale loss is marked by MORALE LOSS counters. Each counter shows the current Morale level of the unit. The change

in Morale level should be visualized by placing under the unit counter a MORALE LOSS counter with appropriate numerical value.

3. Losing Morale as a result of combat.

If a stack is the target of fire, lost Morale Points are evenly split between the two units in the stack. In case of an odd number of lost Morale Points, first they are divided evenly and the remaining point is subtracted by the player's own recognition.

In the case of the melee attack, an appropriate amount of Morale Points is lost by every engaged unit.

4. Losing Morale as a result of a withdrawal or flight.

In the case of retreat or flight through an allied unit, for each unit, through which the retreat/flight takes place, the player must make a Morale Check. A negative result means a loss of 1 Morale Point.

5. Recovering Morale – general rule.

Units may recover lost Morale Points in their own activation, spending an appropriate number of Movement Points.

Recovering Morale – cost.

A unit with a "March" order recovers 1 Morale Point by expending 1 Movement Point.

Exception: A unit with primary Morale level of '5' or '6', for each 2 Movement Points, recovers 1 Morale Point.

A unit recovering Morale, may move further using its remaining MPs.

A unit with a "Stop" order may recover Morale Points as a unit with a "March" order, or can recover its primary Morale level, by spending all MPs.

A unit with an "Attack" order may recover only 2 Morale Points per activation, paying the cost above.

6. Recovering Morale by hussar units.

Hussars recover Morale as units with a "March" order.

7. Recovering Morale on a hex adjacent to enemy units.

If a unit is on:

- a hex adjacent to non-routed enemy infantry or cavalry unit,
 - a hex adjacent to enemy artillery unit, and in its front zone,
- recovering Morale, requires passing a Morale Check. Recovering Morale is impossible, if the unit is on a hex adjacent to the enemy infantry or cavalry unit in its front zone.

An own commander (regardless of level) stacked with the unit supports the check, raising the unit's Morale value of by his own Morale modifier. A brigade commander of the unit, the wing commander or C-in-C. is considered as the own.

8. Recovering Morale and combat.

Each defending unit that successfully repelled a melee attack, recovers 1 Morale Point.

9. Marking recovered Morale.

In case of Morale recovery, the MORALE LOSS counter should be replaced with an adequate number or, if the Morale was fully recovered, remove the MORALE LOSS counter.

B. Strength loss.

10. Levels of Strength.

With an exception of artillery, each unit can be full effective or weakened.

11. Loss of Strength.

Loss of Strength level occurs in the following situations:

- unit becomes routed,
- unit loses 3 or more Morale Points in one activation.

However, if a unit loses at least 6 Morale Points (or 5 Morale points, if such is his primary Morale) in a single activation, it is immediately eliminated from the game.

In the event of loss of a Strength level, a full effective unit gets weakened, and its counter is immediately placed on back side.

The loss of a Strength level by a weakened unit means its immediate elimination.

12. Loss of Strength and Morale level.

On the back side a unit has a Morale level lower by one, than a full effective Unit. Loss of Strength level does not cause additional Morale loss.

Example: A unit with a primary Morale of '8' has a MORALE LOSS counter showing the current level of Morale '6'. As a result of the loss of 3 more Morale Points the unit counter is placed on the back side (primary Morale "7"), and its Morale is now "3".

13. Permanent loss of Strength.

You cannot recreate eliminated units, and cannot strengthen weakened units back to full effective level.

C. Rout.



14. Causes of rout.

A cavalry or infantry unit is routed, when its morale drops to 0. A routed unit is marked with a ROUTED auxiliary counter.

15. Abilities of a routed unit.

A routed infantry and cavalry unit has full mobility

resulting from the FORMATIONS CHART and moves paying 1 MP for each hex.

Exception: A unit cannot enter the hex or cross a hex-side impassable for its type.

A routed unit does not have a ZOC, it cannot react, shoot or initiate melee combat.

A routed unit cannot enter a hex adjacent to an enemy unit. Forced to do so, it is eliminated.

16. Morale of a routed unit.

The Morale of a routed unit is equal to half of Morale value at the weakened Strength level.

17. Elimination of routed units.

A routed infantry unit is eliminated if an enemy cavalry unit enters an adjacent hex

A routed cavalry unit is eliminated if an enemy cavalry unit enters an adjacent hex, and the routed unit fails its Morale Check. A positive result means that the routed cavalry unit flees 3 hexes. The check is performed for each unit separately. The same refers to situations when an enemy infantry unit enters an adjacent hex to the routed infantry unit.

A routed cavalry unit flees 3 hexes without making a Morale Check, if the enemy unit is an infantry unit.

These rules also apply when, at the beginning of their own activation or the enemy activation, there are routed units on hexes adjacent to enemy units.



18. Reorganization conditions.

At the beginning of each activation, players mark routed units belonging to the activated wing/line that are at least 10 hexes away from any enemy units, with a REORGANIZATION ONE auxiliary counter.

If during the activation, any of the indicated conditions cease to exist, immediately replace the REORGANIZATION counter with a ROUTED counter.

19. Reorganization.

At the end of each activation, wherein a routed unit met the aforementioned conditions, the REORGANIZATION counter with a lower number should be replaced with a REORGANIZATION counter with a higher number. If at the beginning of its own activation the unit is covered with a R3 counter, make a Morale Check. An own commander standing with the routed unit supports the check, raising the unit's Morale level by his modifier. A positive result means that the R3 counter is replaced with a MORALE LOSS counter with the "1" number. The unit may be freely oriented. The unit cannot move in this activation.

D. Withdrawal, retreat and flight.

20. Withdrawal of fired defender.

If during shooting in the enemy activation a passive player unit, without the 'Attack' order, loses a number of Morale Points set out in "WITHDRAWAL CHART", the unit must withdraw 1 hex. If, despite the retreat, firing upon the unit is still possible, the passive player unit may be forced to withdraw again. This result is introduced next to loss of Morale Points and Strength level.

21. Retreat after melee combat.

Loser of melee combat, but not routed unit, retreats 1 hex.

22. Flight.

Routed Defender, because of fire or melee combat, flees 3 hexes.

23. Method of retreating.

Retreating is performed by moving the unit back 1 hex from the enemy unit. Eventually it is possible to retreat on a hex in the front zone of the enemy or through such hex. After the retreat make a Morale Check – a negative result means a loss of 1 Morale Point.

You may retreat through friendly units. In such a situation, if it came to exceeding the stack limit, move the retreating unit one more hex back.

Retreat is not possible through an area inaccessible to that type of unit. In such a situation you can retreat into the enemy ZOC or ignore the requirement of moving away from the enemy. A unit forced to do so is automatically routed.

24. Retreat and terrain.

Influence of terrain on the unit's Morale should be taken into account also in case of retreat.

25. Method of fleeing.

Retreating is performed by moving the unit back 3 hex from the enemy unit. If a stack retreats, each unit can flee separately.

It is impossible to flee through terrain impassable for the type of the unit. A unit forced to do so is eliminated.

A unit forced to enter a hex in the enemy front zone must perform a Morale Check. A negative result means elimination of that unit.

Entering a hex with a friendly unit, always means a loss of 1 Morale Point for that non-routed unit.

E. Pursuit.

26. Pursuit after shooting.

Pursuit after shooting is only possible for the Prussian infantry, if those units performed '*Feuer im Avancieren*'. Such unit performs a pursuit on the hex left by the Defender, without turning.

27. Pursuit after a successful melee combat.

A pursuit after a successful melee attack means that the attacking units are obliged to move on the hex the opponent left. You cannot exceed the stacking limit. In the case of flight, you can continue the pursuit, going along the opponent's line of flight. After a chase, you can do a turn in any direction remembering that a stack must be oriented uniformly.

You can dissolve stacks during pursuit.

28. Pursuit and enemy infantry/cavalry front zone.

A unit performing pursuit after a fleeing unit is not obliged to stop in the front zone of other enemy units. The opposing player may not react to movement of pursuing units.

29. Pursuit and terrain.

Effect of terrain on the unit's Morale should be taken into account also in case of pursuit.

F. Defender as a winner.

30. Defender winner turns.

If the Defender won the melee combat he does not pursue. He can, however, perform a free turn in any

direction with the units that successfully defended.

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4) Ch. Duffy: The Military Experience in the Age of Reason ; Wordsworth Military Library, 1998.

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The author encourages everyone to ask questions and is willing to explain all the doubts.

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**Field Marshal-Lieutenant
(Lieutenant General)
Karl Joachim Baron von Römer**

Date and place of birth is not known. He died on April 10th, 1741 during the battle of Mollwitz.

He came from a Saxon noble family. A son of Jobst Christoph von Römer serving in the Saxon and Polish armies. During his youth, he enlisted in the service of Elector of Saxony army, where he achieved the rank of Colonel. From 1734 in the service of the Austrian Empire. In 1737 he was decorated for service in Bosnia, during the war with Turkey. He was killed in the battle of Mollwitz where he distinguished himself by performing an ahead attack with his left wing cavalry on the Prussian cavalry, which he routed. That shielded development of the rest of his own army.



Field Marshal Kurt Christoph von Schwerin

He was born on October 26th, 1684 in Löwitz near Anklam. He died on May 6th, 1757 during the battle of Prague. One of the greatest generals of Frederick II. In 1700 he entered the service in the regiment commanded by his uncle Lieutenant General Dettlof von Schwerin. He took part in the battles of Schellenberg, Höchstädt, Ramilies, Malplaquet and Gadebusch. From 1720 the service of the King of Prussia, since 1722 in command of the 24th Infantry Regiment (formed in 1713 as Regiment zu Fuß Schwendy). He achieved the rank Generalmajor in 1730, then Generalleutnant in 1731, General der Infanterie in 1739, and on June 30th, 1740 Generalfeldmarschall. In the battle of Mollwitz (April 10th, 1741) together with the young Frederick II, he commanded the whole army, and was instrumental in contributing to the victory (after Frederick's referral to the rear). In 1744 he distinguished himself in during the siege and capture of Prague. On May 6th, 1757, he was killed at the battle of Prague, leading his own regiments to the attack. He was known and respected as a humanitarian leader.



**Field Marshal Leopold II Maximilian,
Prince von Anhalt-Dessau**

Born December 25th, 1700 at Dessau, died there on December 16th 1751. The son of Leopold I, Duke of Anhalt-Dessau. Since 9 years of age he participated in his father's service in the Prussian army. In 1715 he received - as a lieutenant colonel - the command of the 27th Infantry Regiment - formed from Swedish soldiers. Participant of battles of Mollwitz (April 10th, 1741) and Chotusitz (May 17th, 1742).



Adolph Friedrich baron von der Schulenburg

Adolph Friedrich was born on 8th December 1685 as the son of Friedrich Achaz von der Schulenburg (1647-1701), a high-ranking court official of the Brunswick dukes, and Margarethe Gertrud von der Schulenburg (1659-1697), sister of Venetian Field Marshal Count Matthias Johann von der Schulenburg. At the age of 16, he went in 1701 to the Knights Academy in Lüneburg and then studied for three years in Utrecht. In 1705 began his military career at first in the Hanoverian army, from which he moved to the Prussian service in 1713. From 1724 he commanded in Landsberg a Prussian Dragoon Regiment, which was later named after him. He became a close advisor of his king, Friedrich Wilhelm I of Prussia (the Soldier King). When the king died in 1740 and his son Friedrich II came to power, it came to a conflict between the successor and Adolph von der Schulenburg. His dragoons was personally degraded by the new king. Nevertheless, he continued to serve the new ruler and was promoted in 1740 to the rank of lieutenant general and he received the highest Prussian decoration, the Black Eagle. Because of persisting differences with the king Adolph Friedrich asked for retirement from the military service. The king refused and sent him in 1741 in the First Silesian War. There he fell on 10th April 1741 in the battle of Mollwitz the age of 56, when he led his dragoons to poorly coordinated counterattack.



Count Wilhelm Reinhard von Neipperg

Born on May 27th, 1684 in Schwaigern (Baden-Württemberg). The son of imperial Field Marshal Eberhard Friedrich von Neipperg. In 1702, he entered the imperial service, in 1709 he achieved the rank of lieutenant colonel, and in 1715 colonel in his father's infantry regiment. He distinguished himself during the Venetian-Austrian-Turkish War (1714-1718) during the capture of Temesvar (1716) and in the battle of Belgrade in 1717. In the same year he received temporary command, and in 1724 the permanent command of his father's infantry regiment (Infanterieregiment von Neipperg, in 1769 given the number 7). In 1723 he became the tutor of Archduke Francis Stephen of Lorraine, later his friend and Emperor Francis I. In 1730 he became the governor of Luxembourg and in 1733, as Field Marshal - Lieutenant took part in the War of Polish Succession (1733-1735). In 1735 he was promoted to the rank of Feldzeugmeister (General of Artillery). In 1739 he was the governor of Temesvar and took part in the next war with Turkey (Russo-Austrian-Turkish War, 1736-1739). For arbitrarily signing of the treaty ending the war (Treaty in Belgrade - September 18th, 1739), under prescribed conditions, he was sentenced to prison. Released and rehabilitated by Maria Theresa in 1740 after the death of her father. In March 1741 he was promoted to Field Marshal and placed at the head of the army with the task of retaking Silesia from the Prussian hands lifting the sieges of Neisse, Brieg and Glogau. On April 10th, 1741 he was defeated at the battle of Mollwitz. On June 27th, 1743 he commanded the Austrian component of the allied army in the battle of Dettingen, won by the allies against the commanded by the Prince de Noailles army of Louis XV. After this battle, he was assigned only staff duties (the commander of troops stationed in Vienna, member of the War Council, the commander of troops in Archduchy of Austria and the commander of Vienna). He died on 26th May 1774 in Vienna.



**Field Marshal Maximilian Ulysses,
Reichsgraf von Browne,
Baron de Camus and Mountany**

Born in Bassel on October 23rd, 1705. An Irish officer in the service of the Habsburg. Families of both parents fled Ireland as a result of losing the Tyrone's Rebellion (ie. Nine-Year War between the Irish clans and English armies of Elizabeth I). At the age of 29, he became a colonel of an infantry regiment. In the Italian campaign of the War of the Polish Succession he distinguished himself in 1735 during the fighting in Tyrol. Then, after the Turkish-Austrian War (1735-1739 ending with the peace of Belgrade) he was promoted to the rank of Field Marshal-Lieutenant (Lieutenant General) and placed at the head of the imperial army in Silesia. After the seizure of Silesia by Frederick II in the winter campaign 1740-1741 he commanded the Habsburg forces in Moravia. In the lost battle of Mollwitz, he commanded a first line infantry brigade, where he received a serious wound. During the rest of the First Silesian War he turned out to be a good, although little disciplined commander. In 1745, he was promoted to the rank of Feldzeugmeister (General of Artillery). In 1746 participates in the victorious for the Austrians decisive battle at Piacenza and later the defeat at Rottotredo. In 1747 he was placed at the head of a Habsburg army of the concentrating for an attack on France from Italy. In 1751, he received the command of the Habsburg army in the Czech Republic. In 1753 he was promoted to the rank of Field Marshal. At the beginning of the Seven Years War, commanded by him Army of Czech moved toward the besieged by the Prussians, Saxon camp at Pirna with the task of lifting the siege. On the October 1st, 1756 he lost the battle of Lobositz with the Prussian army commanded by Frederick II. The Imperial Army withdrew from the battlefield in order, then it made another attempt to lift the siege of Pirna. Lack of success caused the capitulation of the whole Saxon army. On May 6th, 1757 he was mortally wounded at the battle of Prague, he died on June 26th the same year.